GRAPHIC ENGINE FOR FILL STYLE TRANSFERRING IN A RESOURCE-CONSTRAINED DEVICE

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ABSTRACT

A method for determining fill styles for pixels in a scan line includes, for each edge in a first pixel, incrementing a first parameter (sum_fill) by a difference between a right fill style and a left fill style of the edge. In the method, the leftmost fill style in the scan line is set to null. The method further includes incrementing a second parameter (fa) by the first parameter of the first pixel and filling a second pixel devoid of edges with a first fill style equal to the second parameter.